RED ★ ALERT!

Sci-Fi Campaign Adventure #1 by Mark Jindra 2018
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PENCILS & POWERS™
A Roll & Write Adventure Game
v1.0

ASTEROIDS!

TRAPPED CREW RESCUED

Track the number of trapped crew members rescued here. They are worth one point each.

EXPLORATION
Shade a number of squares equal to the assigned die.

You may add +1 to the die for every command point you spend.

BOOST

Just as your ship, the Red Star, came out of hyperspace it was struck by hundreds of asteroids. With the ships armor plating not yet fully energized the impacts tore through the hull and the deep space drive went offline followed by most of the ships secondary systems. The ships automated repair systems have started making repairs but are functioning erratically. Direct your crew to assist in the repairs and beware the alien monster!.

SCORING
1 point per trapped crew rescued (15)
1 point per item collected "?" (11)
5 points per unbreached armor location. (30)
9 points per circuit that is online. (54)
30 points for connecting the entire crew.
   All starting locations must be connected by an uninterrupted path of shaded squares.
50 points for subduing the monster and returning it to containment.
-1 points for each shaded square on a circuit..
-10 points for each dead crew member.

SCORE

ROLLS

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CREW

1: SECURITY — START 12, ROOM. Starts with 6 health, a blaster, and a shield

2: DOCTOR — START 23, ROOM. **Heal:** remove 3 damage from a crew member

3: PILOT — START 55, ROOM. **Repairs:** use an online Pod Bay to repair 2 Armor

4: ROBOT — START 34, ROOM. **Recharge:** charge a power cell

5: ENGINEER — START 14, ROOM. **Bypass:** shade in a missing part on a circuit

6: CAPTAIN — START 36, ROOM. **Command:** another crew may use a power for free. **Initiative:** +2 damage when fighting monster. **Inspire (free):** instead of exploring gain command points

LOCATION ABILITIES
May be used once they have been repaired and brought online

1 Comunications: You may spend 1 command point to reroll a white die instead of 3.

2 Teleporters: A crew member may spend 1 power to move the Monster to another location.

3 Sensors: A crew member may spend 1 power to select the armor hit by an asteroid.

4 Pod Bay: The pilot may spend 1 power to repair Armor when assigned to the Pod Bay.

5 Containment: Once the monster is subdued and at this location it may not move again.

6 Power Core: All locations do not need power crystals to power them.

If a crew member is assigned to a location, once per turn, you may select and draw a shape on that circuit.

Assigned crew members may also spend one power to remove a shaded square from a circuit.

Blaster, Shield, Grenade

COMMAND POINTS
30

Spend command points to do the following actions
1 shade an extra square
1 open storage
2 open a door
3 reroll a white die
4 open a bulkhead
5 reroll a red die

Legend: ◆ Storage, ▭ Door, ▱ Bulkhead

EVENT 11-66
Rescue a trapped crew member and...
- **Asteroids Strike:** deal one damage to random Armor
- **Explosion:** deal one damage to a random crew member
- **Nothing Happens**
- **Nothing Happens**
- **Stim Pack:** Gain five command points
- **Gain one ITEM**

ITEM ?
Track circuit parts and power crystals above
- Gain one circuit part ■
- Gain one power crystal ▲
- Gain one grenade
- Gain one shield
- Gain one blaster
- Gain one EQUIPMENT

EQUIPMENT
You may gain each only once
- Open 5 storage, doors, or bulkheads
- Gain 3 free turns
- Gain 2 shields, or 2 blasters
- Gain 3 power crystals
- Repair 3 circuits of your choice
- Gain 20 command points

COMBAT
When you engage with the monster in combat the monster will use its special ability. Roll a red die to determine what ability it uses.

The Monster may only lose energy from *blaster* and *grenade* attacks.

When a crew member takes damage from the monster, and they have a shield, damage to that crew member is reduced by one.

1: Gore: deal 3 damage to a crew member.
2: Hunted: lose your next turn.
3: Charge: a crew member loses a shield and takes 1 damage.
4: Trample: a crew member loses use of their power.
5: Reckless: a crew members loses a blaster and the monster loses 1 energy.
6: Havoc: deal 1 damage to the circuit and each crew member at the monsters location

MONSTER
When the monster loses energy roll a white die to determine what special ability it uses.

When the monsters has no energy it may be contained.

ENERGY

MOVEMENT
The monster will move to random location every five turns, or when three of your dice match.

If the monster moves to a location with a crew member, the monster will engage your crew in combat.

LOCATION
When the monster is at a location, that location may not be repaired

When the monster takes damage it will move to a random location

ROOM 4

FREE TURNS
1
2
3

CIRCUITS

ROOM 2 / CREW
ROOM 3 / CREW
ROOM 4 / CREW ✓
ROOM 5 / CREW
ROOM 6 / CREW
ROOM 1 / CREW

SETUP EXAMPLE

I will start the game by rolling the three white dice

- In this example I rolled a 2, 4, and a 6 and noted them under setup on the right side of the adventure sheet.
- I set up the crew members in the rooms 12, 23, 55, 34, 14, and 36 and noted which cre started in at that number next to it on the ship grid. I also shaded each of these numbers on the grid and noted the room in the crew section.
- I marked off one armor for the 2,4, and 6 armor locations.
- I added a missing part to the center square for circuits 2, 4, and 6.
- I assigned a 2 for the circuit room numbers. Starting with the left most circuit we filled in the numbers 2,3,4,5,6,1
- I then assigned the 4 to the monsters starting location.
- I assigned a 6 to shade in 6 squares on the grid and started at location 34.
- I have also written the 30 command points I start with in the appropriate box on the sheet.

Now I am ready to begin the game and will roll 2 white and 1 red die for the remainder of the turns.